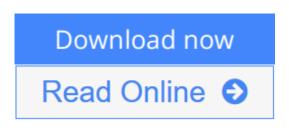# AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD))

By Steve Rabin

AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) By Steve Rabin

AI Game Programming Wisdom 3 grants you an insider's look at cutting-edge AI techniques used by industry professionals in such games as Fable, Halo 2, and the Battlefield series. Successful commercial games like these require years of research and development in order to deliver exciting, new gameplay experiences. The wealth of knowledge gained through this hard work is invaluable and by sharing it, the 50+ authors in this book have generously given you the tools and techniques you need to build top tier games. In AI Game Programming Wisdom 3, you'll find an entirely new collection of exclusive tips, tricks, techniques, algorithms, and architectures that can't be found anywhere else. And as with previous volumes, the goal of this book is to offer useful, insightful, and clever ideas to help expand your own personal AI toolbox. New to this volume is the inclusion of longer and more detailed articles that allow for a more in-depth exploration of each topic. With this book, you'll be standing on the shoulders of game industry giants and taking advantage of their hard earned wisdom and insights. So take these techniques, build upon them, and lead the industry toward innovative gameplay and the next generation of games.

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Editorial Review

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About the Author
Steve Rabin is a Principal Software Engineer at Nintendo of America, where he researches new techniques for Nintendo's next generation systems, develops tools, and supports Nintendo developers. Before Nintendo, Steve worked primarily as an AI engineer at several Seattle start-ups including Gas Powered Games,WizBang Software Productions, and Surreal Software. He managed and edited the AI Game Programming Wisdom series of books, as well as the book Introduction to Game Development, and has over a dozen articles published in the Game Programming Gems series. He's spoken at the Game Developers Conference and moderates the AI roundtables. Steve teaches artificial intelligence at both the University of Washington Extension and at the DigiPen Institute of Technology. He earned a B.S. in computer engineering and an M.S. in computer science, both from the University of Washington.

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